



WHAT'S NEW IN ENVI 5.6 AND IDL 8.8

Contact Information and Introductions





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Agenda



Introduction

ENVI Server

ENVI Updates

Library Updates and Platform Support for ENVI and IDL

Introducing the Updated IDL Workbench!

IDL 8.8 Performance Improvements

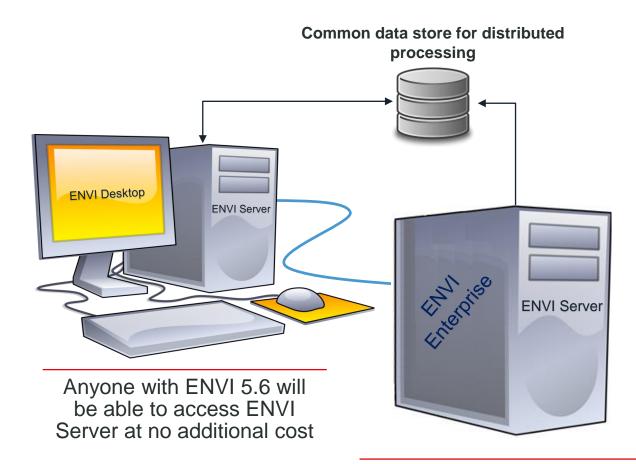
Questions and Discussion

Introducing ENVI Server!



Key Benefits:

- Save time by running processes in parallel
- Run processes in the background in ENVI
- Take advantage of beefy machines and modern hardware
- Easily distribute processing to local servers with common data access
- No programming required!



ENVI is a client for ENVI Server, meaning we can connect to machines used for dedicated processing

ENVI Server Use Cases



Here are a few scenarios where ENVI Server can be used

MULTITASKER

- A user wants to do more than one thing at a time with ENVI
- ENVI Server lets you seamlessly run processing in the background

DATA PROCESSOR

- A user has a lot of data to process
- ENVI Server lets you run multiple jobs in parallel to get through large volumes of data faster
- Process in parallel to take advantage of many CPUs and SSDs

SERVER-BASED-PROCESSING

- A user has a server with lots of data processing capabilities
- Use ENVI Server to run processing on network machines instead of small, lightweight laptops
- Assumes common data access

DEEP LEARNING

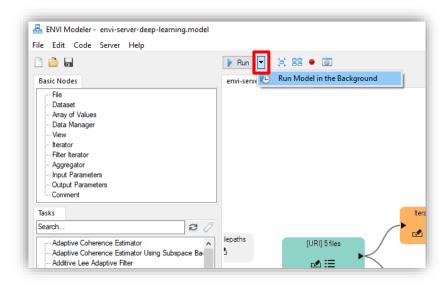
- A user doesn't have computer with a GPU good enough for deep learning
- Use ENVI Server to run deep learning processes without needing the hardware on your machine
- Assumes common data access

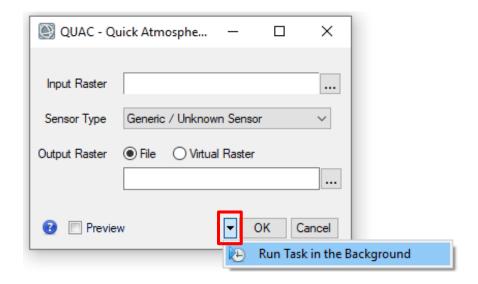
Accessing ENVI Server from ENVI



You can run processing on ENVI Server through the ENVI Modeler or any ENVI Task dialog

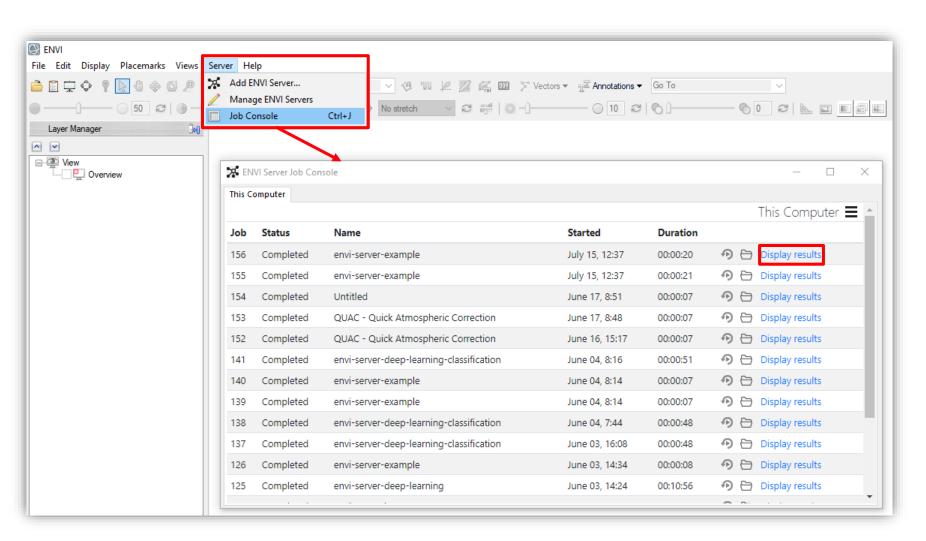
The red boxes on the right show you where to run processing on ENVI Server





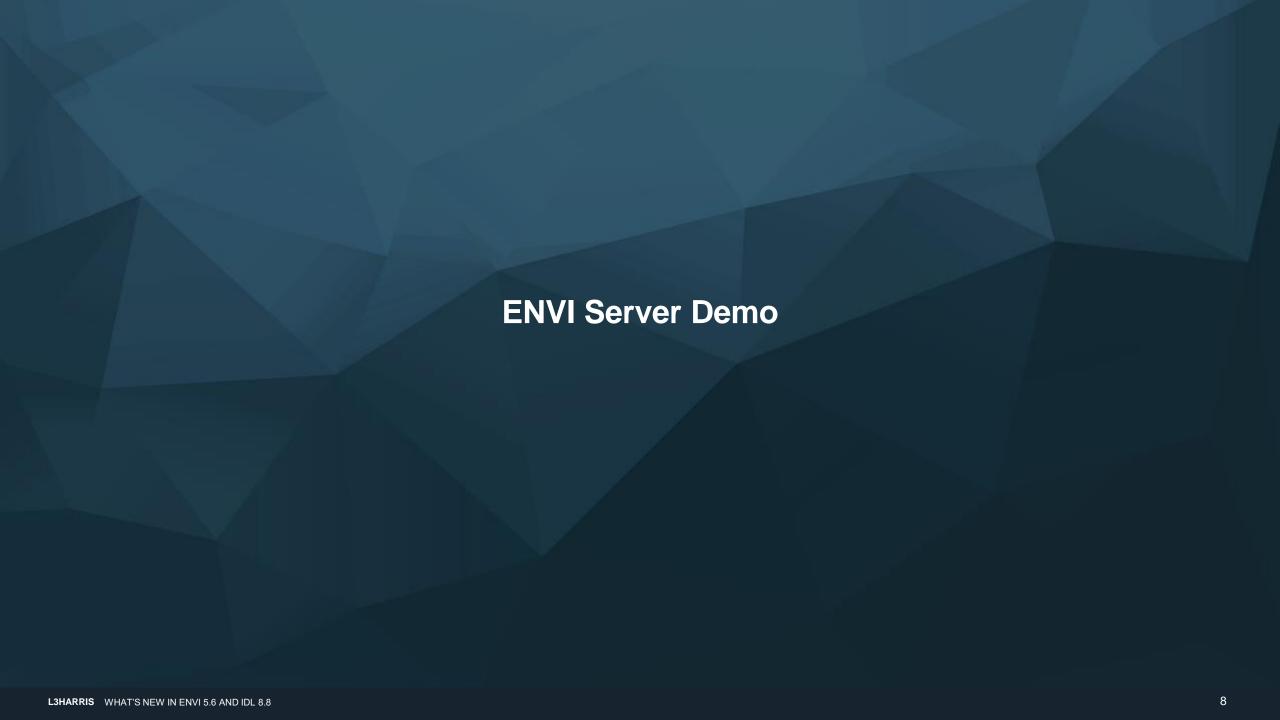
Viewing Results





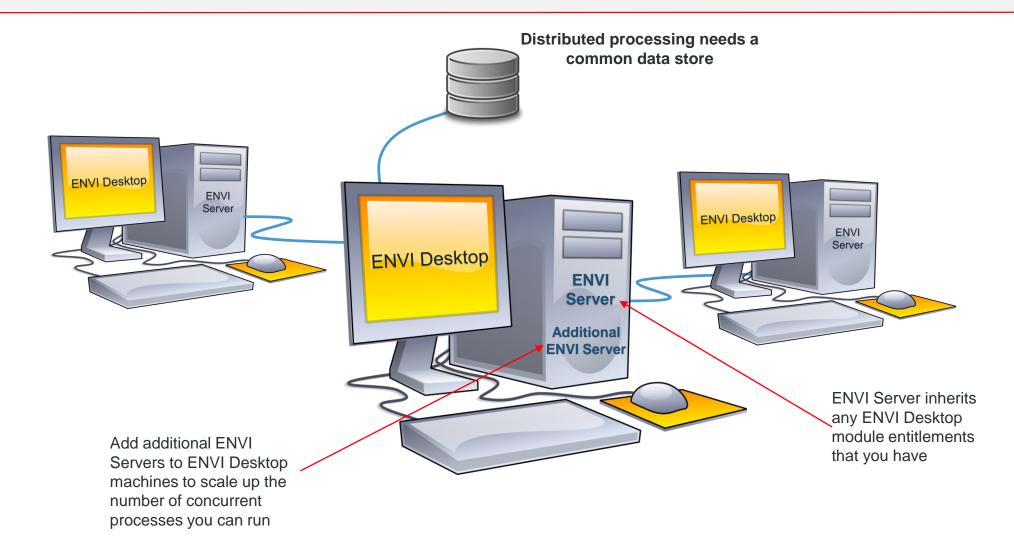
Use the ENVI Server Job Console to display results from ENVI Tasks or the ENVI Modeler

Pro-tip: To use this with the ENVI Modeler, you need to use the "Output Parameters" node in your workflows



How Can You Use ENVI Server?



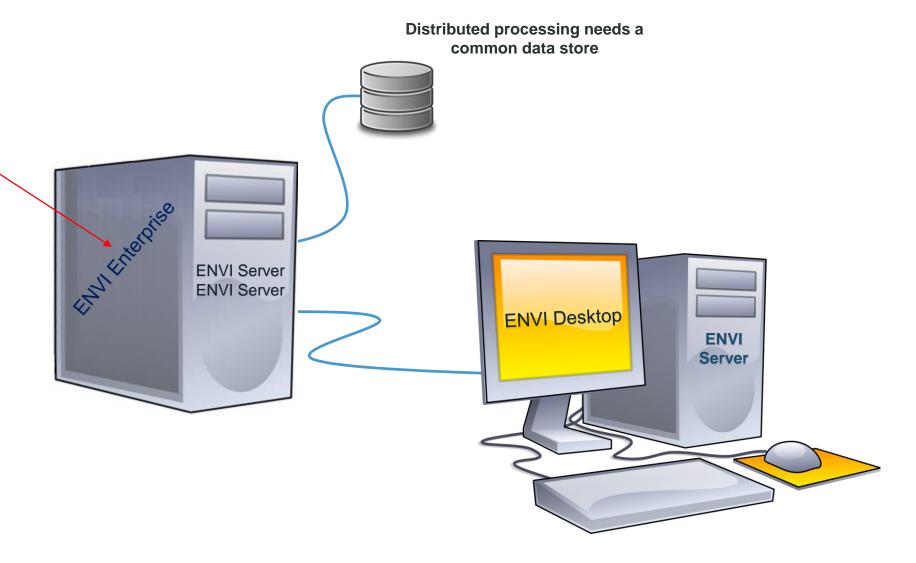


How Can You Use ENVI Server?



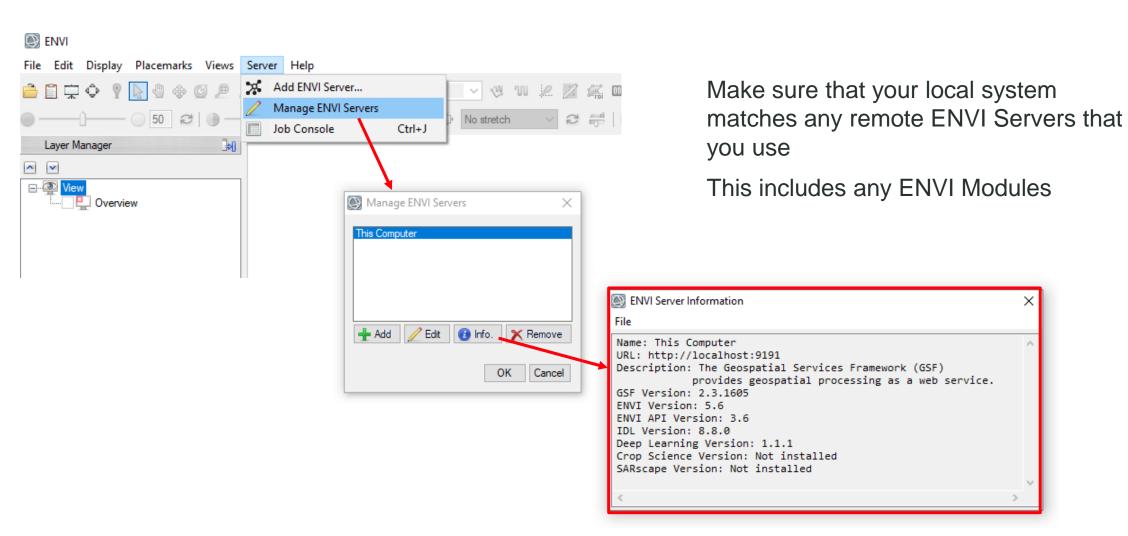
ENVI Enterprise comes with two ENVI Servers and includes:

- Atmospheric Correction
- Deep Learning
- Feature Extraction
- DEM Extraction
- NITF
- Crop Science



ENVI Server Need-to-know





ENVI Server for Programmers



You can use the ENVI Server API to run jobs and distribute processing

For example: I created a custom ENVIServerCluster object that split up processing between different instances of ENVI Server and managed moving the output rasters to my local machine

```
start up ENVI
e = envi(/HEADLESS)
  make our cluster
cluster = ENVIServerCluster(['localhost', 'my-other-envi-server'])
  verify that our ENVI Servers have the same configuration as our local machine
  use STRICT to match module versions and verify the modules are the same
  on both machines
cluster.ValidateENVIServers, /STRICT
  open a Sentinel 2 raster
file = 'C:\Users\znorman\Desktop\speed-test\metadata.xml'
rasters = e.OpenRaster(File)
 ; specify the indices we want to calcuate
indices = ['NDVI', 'GARI', 'GNVDI', 'NDWI']
  submit tasks - the "ID" returned is the job index for a lookup in
for i=0,n elements(indices)-1 do begin
  ; create our task
  Task = ENVITask('SpectralIndices')
  Task.INPUT RASTER = raster[0]
  task. INDEX = indices[i]
  ; submit our job
  id = cluster.SubmitTask(task)
cluster.WaitForJobs, /GET_RESULTS
```

ENVI Server: Improve Performance



A great use case for ENVI Server is to speed up processing or push longrunning processes to the background

To demonstrate this, we can adjust how we calculate spectral indices for a Sentinel 2 scene to optimize performance

Test Machine Details:

- Windows 10
- 12 CPUs (Intel)
- 32 GB RAM
- · SSD

Performance improvements may vary by machine and OS

Baseline metrics for performance:

- 338 seconds to process all four spectral indices in a single process
- 200 seconds if we run two processes, each calculating two spectral indices
- 130 seconds if we run four processes, each calculating one spectral index

With four processes being fastest at 130 seconds we use about 90% of our 12 CPUs

We may have resource conflicts for accessing the same pixels of our raster in parallel which can slow things down

ENVI Server: Optimizing Performance



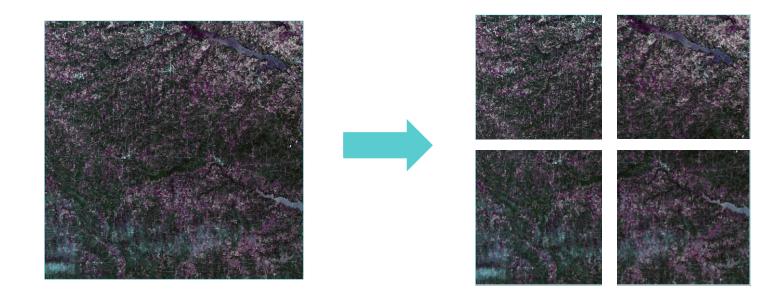
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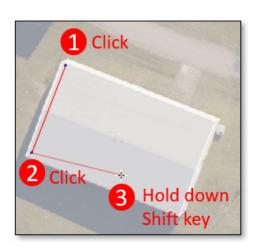
Let's try splitting our image into four quadrants that don't overlap so we don't have conflicts reading data

- 102 seconds with four processes, each processing a separate section of our image
- With our optimized process, we take 30% of our original 338 seconds to finish

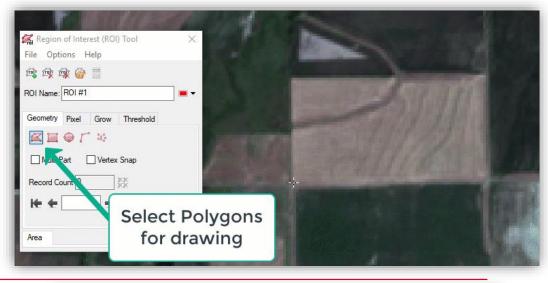
ROI Drawing Enhancements



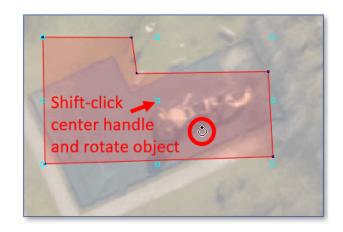
New, simple way to draw rectangles with the ROI Tool







Drawn shapes can now easily be rotated





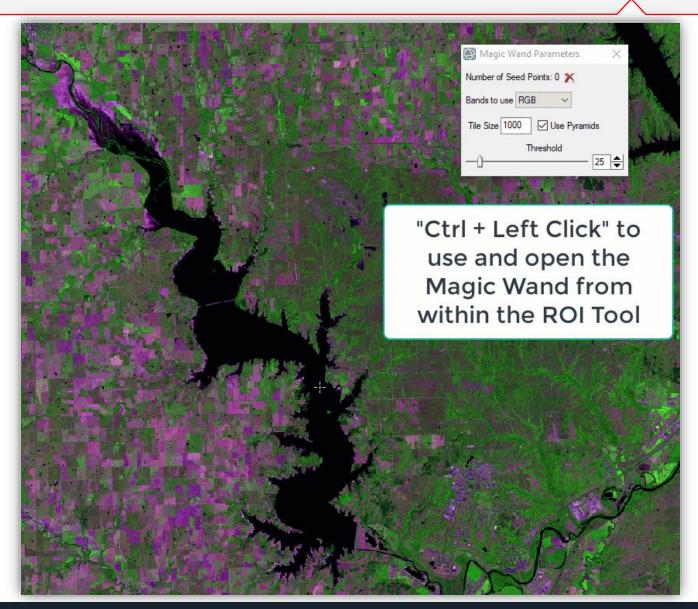


Introducing the Magic Wand!



The Magic Wand is accessible through the ROI Tool and allows you to easily label complex shapes with a single click

This example shows how, within seconds, you can fully label a lake using the Magic Wand

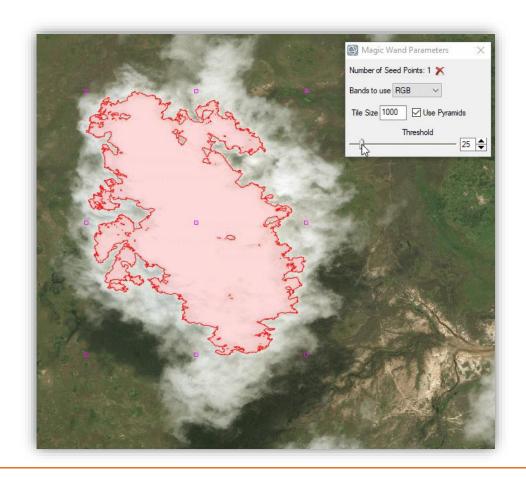


Magic Wand Examples

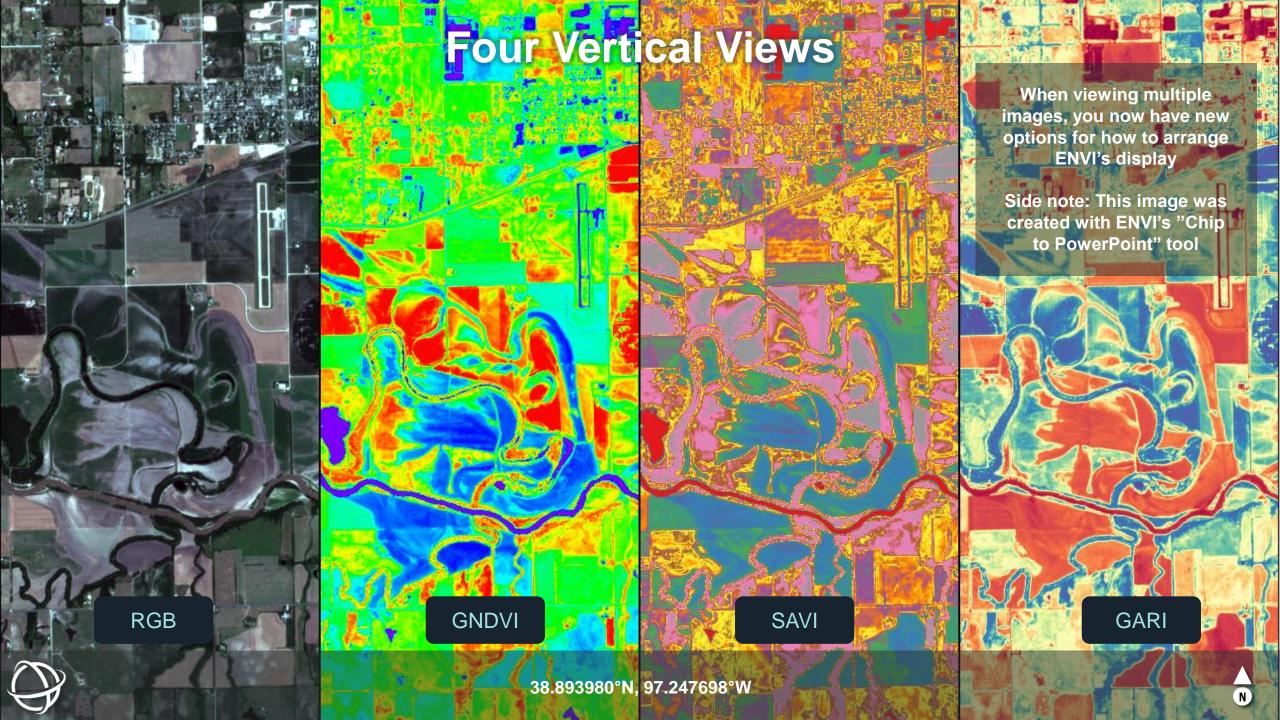


Another use case for the Magic Wand to extract a river from higher resolution satellite imagery





Select an entire cloud in seconds by adjusting the Magic Wand's threshold parameter

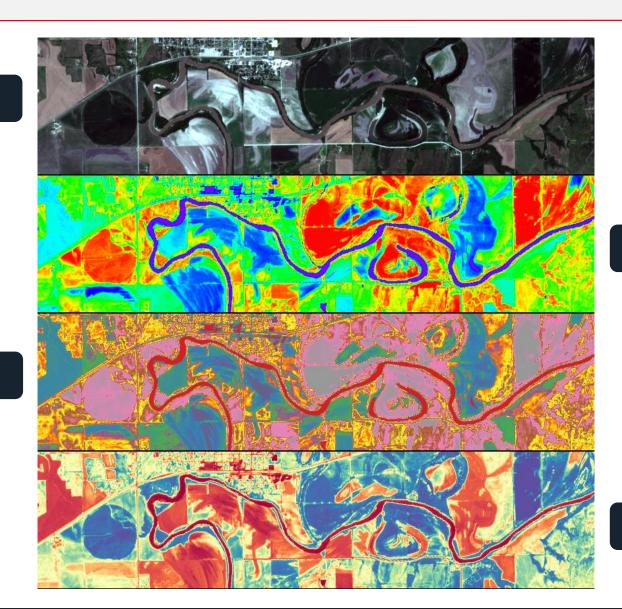


Four Horizontal Views



RGB

SAVI

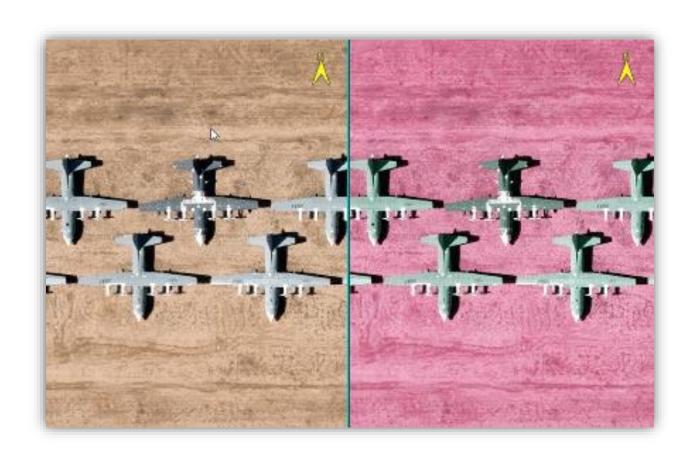


GNDVI

GARI

Linked View Rotation

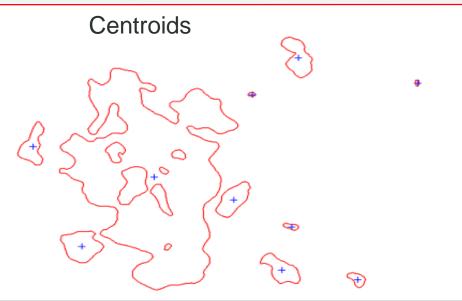


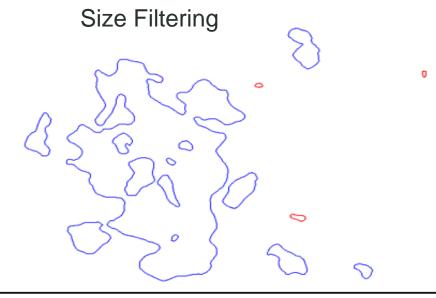


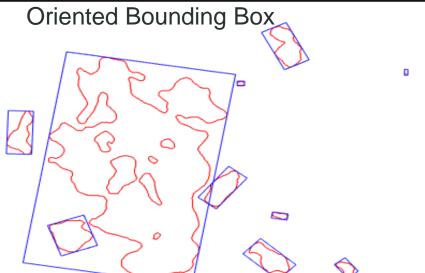
Rotation is matched across linked views in ENVI's display

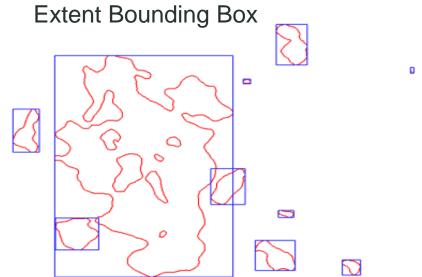
New, Vector Processing Tools









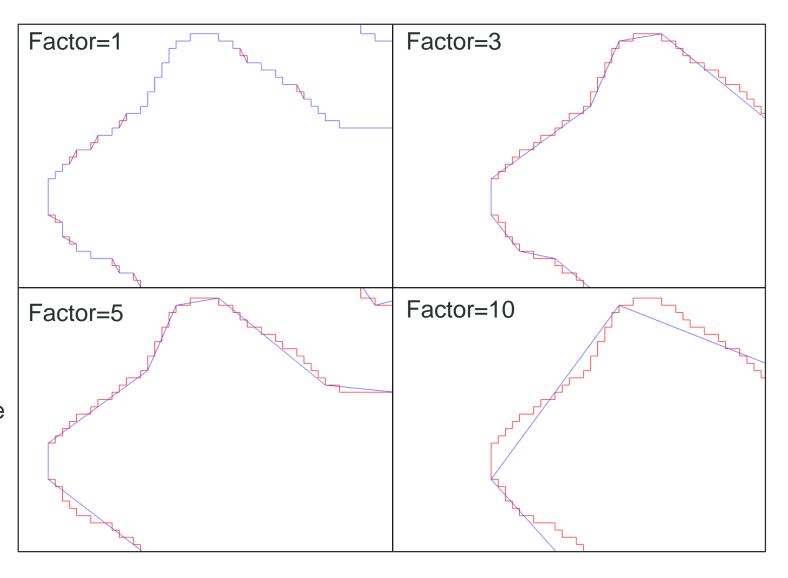


New, Vector Processing Tools: Smoothing



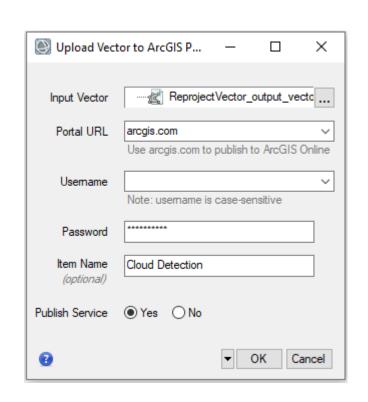
"Smooth Vector" tool uses the Douglas-Peucker smoothing algorithm for polylines and polygons

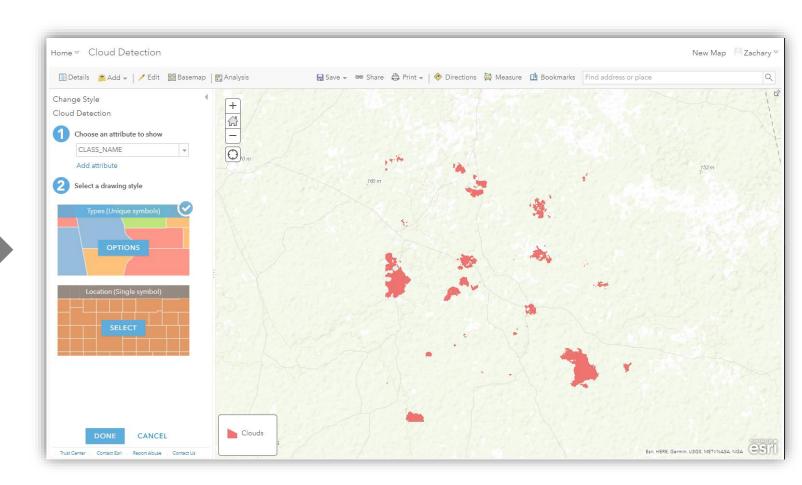
Pro-tip: For consistent results, make sure that your vectors have the same units (i.e. reproject shapefiles to the same coordinate system)



Publish Vectors to ArcGIS Portal

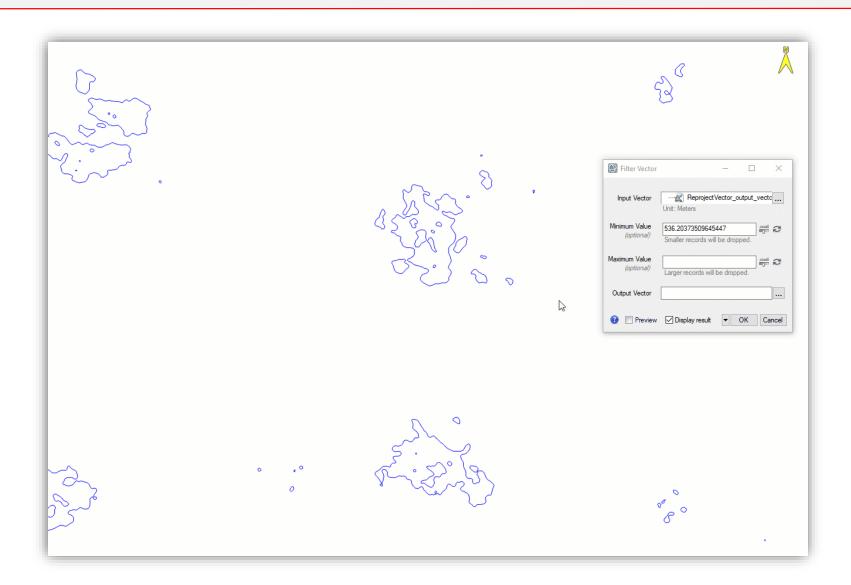






Enhanced Preview and Vector Filtering



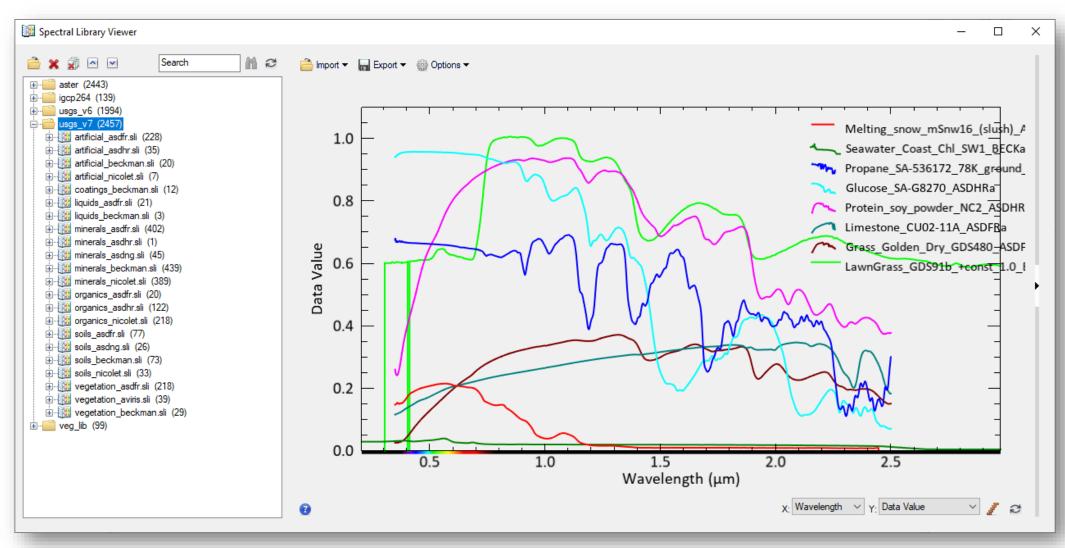


"Filter Vector" removes entities based on size (area or length) and, with the improved Preview functionality in ENVI, view your results in near-real-time

Pro-tip: For a consistent result when filtering vectors, make sure that your vectors have the same units (i.e. reproject shapefiles to the same coordinate system)

New Spectral Libraries: USGS V7





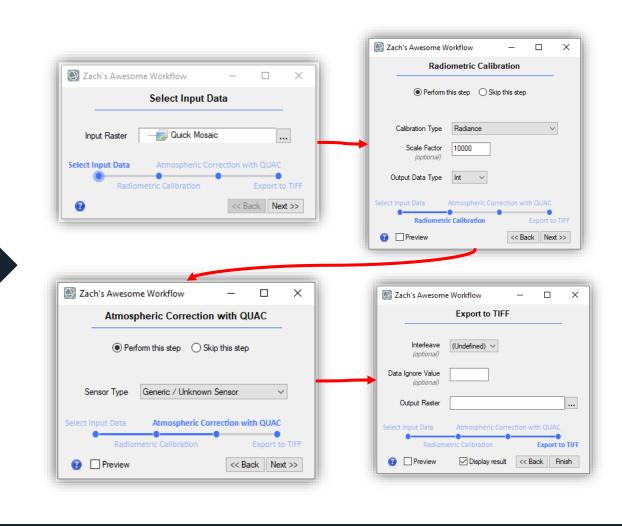
A few of the new libraries shown in ENVI's Spectral Library Viewer

ENVI Workflow API



New ENVI API to chain together ENVI Tasks and easily create step-by-step workflows for users





ENVI and IDL Updates



NOTABLE CHANGES

Updated Platform Support

- Windows 10 (Intel/AMD 64-bit)
- Macintosh 10.14 and 10.15 (Intel 64-bit)
- Linux (Intel/AMD 64-bit, kernel 3.10.0 or higher, glibc 2.17 or higher)

IDL Python Bridge now supports Python 3.7 and 3.8

ENVI 5.6 works with ArcGIS Pro versions 2.4 and 2.5; and ArcMap versions 10.5 through 10.8

ENVI's OGC WCS support updated to 2.0.1

IDL has support for more video formats that it can read

Because IDL ships with Java 11, any Java applications will need to be recompiled

Because IDL is built with MSVC 2015 (previously it was MSVC 2010), any custom DLLs/DLMs will also need to be recompiled

LIBRARY UPDATES WORTH MENTIONING

- Java 11
- ANTLR, 2.7.5
- Apache Commons Logging, 1.1.3
- Chromium Embedded Framework, 79.1.35
- CLL, 4.0.0
- cURL, 7.66.0
- DXF, 2.003
- Eclipse CVS Client, 1.4.1200.v20191210-0610
- HDF5, 1.10.5
- JPEG was replaced with JPEG-turbo library 2.0.3
- libxml2, 2.9.9
- netcdf, 4.7.1
- OpenSSL, 1.1.1d
- Proj 6.2.0

IDL Workbench Updated

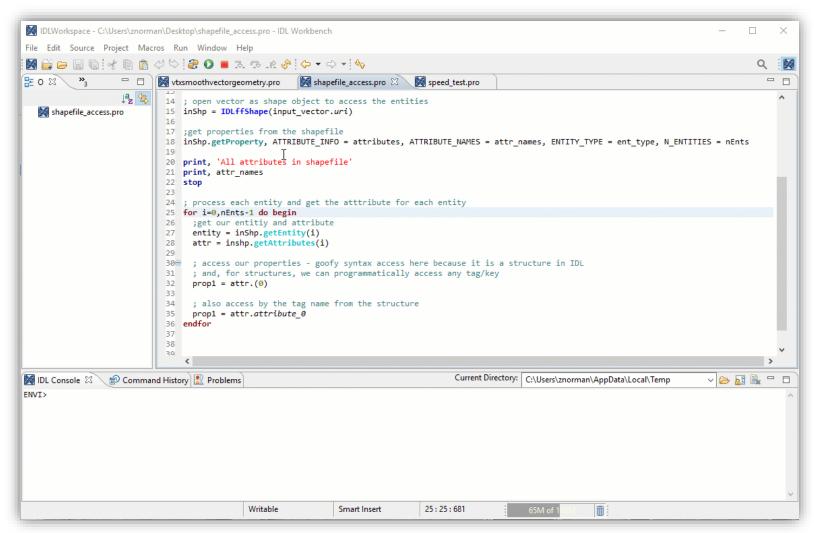


Updated to the latest version of Eclipse

Workbench now includes theming support

Ships with a Dark Mode!

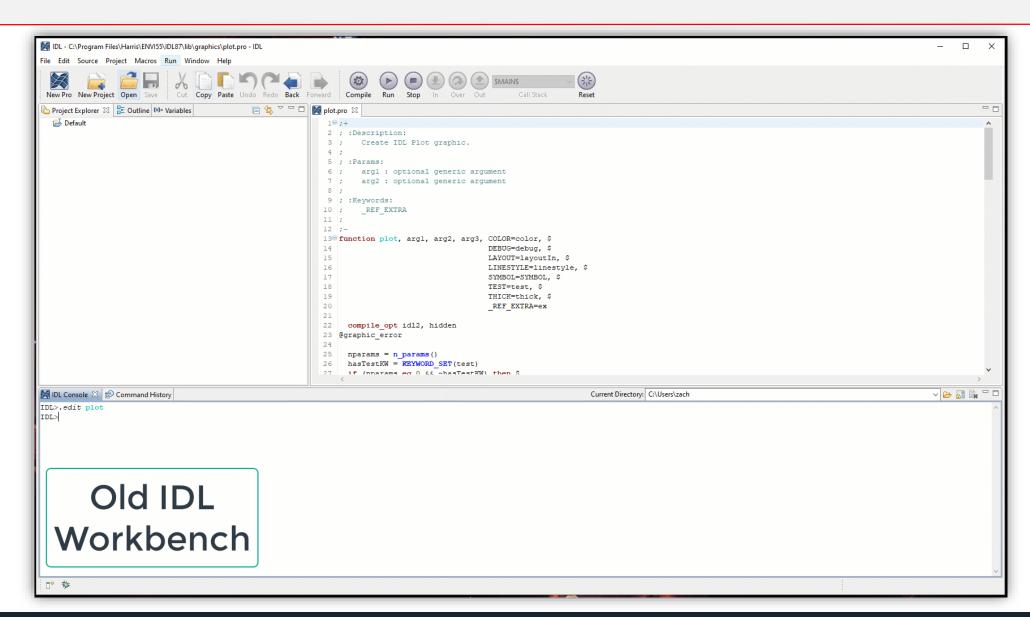
IDL Workbench works seamlessly on Mac – no need to install legacy versions of Java



Animation showing how to enable dark mode in the new IDL Workbench







IDL Performance: Library Updates Matter



With library and compiler updates, we see some general performance improvements in IDL 8.8 compared to IDL 8.7.3

Test Machine Details:

- Windows 10
- 12 CPUs (Intel)
- 32 GB RAM
- SSD

Performance improvements may vary by machine and OS

| Name of Test | IDL 8.7.3 Time (s) | IDL 8.8 Time (s) | Time Saved (s) | Improvement (%) |
|------------------------------------|--------------------|------------------|----------------|-----------------|
| Empty for loop | 22.9060002 | 20.3440003 | 2.562 | 11.2 |
| Empty foreach loop | 100.453 | 97.6119999 | 2.841 | 2.8 |
| Add scalar | 85.8540001 | 85.3620003 | 0.492 | 0.6 |
| Take alog of a scalar | 348.154 | 324.728 | 23.426 | 6.7 |
| Forward and inverse FFT | 784.459 | 712.355 | 72.104 | 9.2 |
| Create an empty list | 706.059 | 653.508 | 52.551 | 7.4 |
| Create an empty hash | 1994.228 | 1237.632 | 756.596 | 37.9 |
| Multiply byte array by constant | 1491.075 | 1382.138 | 108.937 | 7.3 |
| Add constant to byte array | 1449.155 | 1364.992 | 84.163 | 5.8 |
| Multiply two byte arrays | 192.885 | 145.561 | 47.324 | 24.5 |
| Add two byte arrays | 178.386 | 171.184 | 7.202 | 4 |
| Add two float arrays | 1319.376 | 1277.627 | 41.749 | 3.2 |
| Shift byte array | 99.7449998 | 79.6540003 | 20.091 | 20.1 |
| Take alog of float array | 2301.942 | 2163.217 | 138.725 | 6 |
| Smooth byte array with 5x5 kernel | 954.929 | 907.71 | 47.219 | 4.9 |
| Smooth float array with 5x5 kernel | 413.789 | 377.715 | 36.074 | 8.7 |
| Generate randomu array | 592.908 | 558.843 | 34.065 | 5.7 |

Virtual ENVI Analytics Symposium!



Learn more and register at: www.l3harrisgeospatial.com/EAS





Release details: https://www.l3harrisgeospatial.com/Support/Maintenance

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